# Marin Gabriel

### PERSONAL DATA



in linkedin.com/in/maringabriel github.com/marinmgabriel marinmgabriel.github.io

#### ABOUT

I'm a software engineer with a background in networking and programming, passionate about open-source software, command-line applications, programming languages and operating systems.

My mission is to contribute to the development of future software infrastructure.

#### W

Work Experii	ENCE	
2022-Current	Software Engineer at Luxoft, Bucharest	
	Done socket programming using ZeroMQ library in C/C++.	
	Automated environment configuration using Docker and Bash.	
	Writed integration tests using Golang and Clojure.	
	Developed command line interface for sending/receiving serialized messages.	
2021-2022	Software Engineer at Continental, Sibiu	
	Worked on code generator, parsing XML and Json with Java and Python.	
2019-2021	Sys Engineer at Ministry of Internal Affairs, Rm. Valcea	
	Developed scripts for task automation with PowerShell.	
	Deployed and configured Radius server and Squid proxy.	
2018-2019	IT Engineer at Ministry of Internal Affairs, Bucharest	
	Provided layer I support.	
	Managed users access in Oracle SQL database.	
EDUCATION		
2018-2020	Master's Degree in Telecommunications Engineering	
	Military Technical Academy, Bucharest	
2014-2018	Bachelor's Degree in Telecommunications Engineering	
	Military Technical Academy, Bucharest	
Programming	Languages	
•••• Proficient	C/C++, Go	
•••• Competent	Rust, Python, Java, Bash, Clojure, Lisp	
••••• Beginner	Erlang, Elixir, Lua, Perl, Javascript, Assembly, SQL	

## P

•••• Proficient	C/C++, Go
•••• Competent	Rust, Python, Java, Bash, Clojure, Lisp
••••• Beginner	Erlang, Elixir, Lua, Perl, Javascript, Assembly, SQL

#### Tools & Libraries

•••• Proficient	GNU/Linux, Git, Coreutils, Vim, ZeroMQ, Regexp, LaTeX, Emacs
•••• Competent	Docker, Gdb, Boost, Make, CMake, Openwrt, HTML/CSS
••••• Beginner	RabbitMQ, Valgrind, Flatbuffers, Hugo, Terraform, Django

#### LANGUAGES

•••• Expert	Romanian
•••• Proficient	English
••••• Beginner	Italian, French